

DIRLAGRAUN

A RACE OF HUMANOID DISPLACER BEAST

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DIRLAGRAUN

"They say old man Almaex Duskwalker was crazy when he turned his only daughter into a beast."

"But maybe that is why he was the first to succeed."

As torchlight reached further into the cave two jewels shone back.

A small child stood, framed by long black hair, perhaps the only groomed part of her. Covered in tattered clothes torn and patched to form a dress, she cradled a small doll in her arms like a lost child. She could have been mistaken for an normal Elvish girl, perhaps around 5 years old at the time. However, two tentacles extending like an extension of her hair, both of which ended in pads tipped with spiky protrusions, and the pale blue eyes sharp like that of a cat piercing through the darkness told these men what she was.

"you think this one might be Almaex's daughter?"

"About a few thousand years to young for that, but she's definitely one of them, a dirlagraun."

MAN MEETS BEAST

Dirlagraun are the result of magical experimentation to create humanoid Displacer Beasts. Almaex Duskwalker was said to be the mad wizard whom first succeeded at creating a Dirlagraun in an experiment to merge his daughter Hecate with a Displacer Beast. After his success the Dirlagraun population slowly expanded until they were a self-sustaining race.

Afterwards, the Unseelie Court bred and trained Displacer Beasts to be ferocious predators, and a wizard named Shou Tuc attempted to recreate the experiments of Almaex Duskwalker with this newer breed of Displacer Beast.

TWO TRIBES OF OLD AND NEW

Dirlagraun are divided between two tribes; the Duskwalker tribe and the Victor Blood tribe.

The Duskwalker tribe is the oldest of the two tribes. Born from the experiments of the wizard Almaex Duskwalker before the Unseelie Court bred Displacer Beasts for hunting, the Duskwalker Dirlagraun are more docile than their Victor Blood counterparts. Duskwalkers grow spike-tipped tentacles from the lower back of their head which match with their hair in colour. Most like to grow their hair to their shoulders as a minimum length so that their tentacles can slide into their clothes to help them blend in with civilisation.

The Victor Blood tribe is much younger than the Duskwalkers; having only been created when Almaex's research notes were discovered and used to repeat his past success, using a newer breed of Displacer Beast bred by the Unseelie Court. Victor Blood Dirlagraun are aggressive and assertive, generally taking joy in fighting and demonstrating their superiority. Victor Blood are, physically, greater in build than most Duskwalkers, and have their tentacles grow from the upper back.

Between the two tribes, Duskwalkers have the more stable lives, maturing slower but living almost three times longer than Victor Blood.

DIRLAGRAUN NAMES

Duskwalker Dirlagraun have strong ties with the Elvish race, being born into the feywild before the races began to populate the material plane. This has lead to a popular tradition of Duskwalkers taking Elvish names, however it is not uncommon for other names to be taken when settling in the material plane.

Victor Blood are just as diverse in the names they choose, however they like to pick simple names. "If I have to read it twice to say it, I'm better off spending my time hunting a brother owlbear than reading it at all." -Thok 5th pack leader to the Victor Blood.

THE NAME DIRLAGRAUN

Dirlagraun was originally the name given to the creatures now known as Displacer Beasts. After entering the material plane the name Displacer Beasts was commonly used by adventures until most accepted this as their name. The humanoids that shared the name Dirlagraun maintained it as their own creating distinction between the two

DIRLAGRAUN TRAITS

Your Dirlagraun(dre-lar-graun) Heritage manifests certain racial traits within you and other Dirlagraun

Ability Score Increase Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Dirlagraun reach adulthood between the age of 8 to 14 depending on the heritage they are from and can live to be anywhere between 70 and 200.

Alignment. Dirlagraun are free souls and do as they please, as a result they lean strongly towards aspects of chaos.

Size. Dirlagraun are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium

Speed. Your base walking speed is 30 feet

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Weapon. 1d6 bludgeoning

Dirlagraun Heritage. You know the Minor Illusion cantrip. When you reach 3rd level, you can cast the Blur spell once per long rest. When you reach 5th level, you can also cast the Mirror Image spell once per long rest.

Avoidance. With some skill you can avoid certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you may instead choose to automatically pass. This ability doesn't stack with other abilities such as the rogue's Evasion feature. You can't use this ability again until you finish a long rest.

Languages. you can speak, read, and write Common and Elvish